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By: Andrei Dobra, Games Editor



New update for this  
game  
Wikipedia

## [Gears of War 2 Receives Title Update](#)

### *Some issues are fixed*

Gears of War 2 was one of the most expected games this holiday season, largely due to the fact that it promised to give players the same great experience its predecessor did, with new things and gameplay modes that would enrich it even more.

Although it was met with a lot of anticipation, as it broke the [pre-order record](#), the game was received with mixed reviews by fans. Players deemed a lot of changes unnecessary and said that the first game was very solid in a lot of parts, and that the new features brought them only frustration and anger.

Soon after [our article](#) about the user complaints regarding Gears of War 2, Epic launched its first patch for the game, one that promised to solve quite a lot of problems. First of all, Rod Fergusson, the senior producer of the game, said that the patch would improve the matchmaking issues of the multiplayer mode, which made players wait quite a lot of time before they could actually play it. The stats management system has also been improved, and it would record all of the players' actions in the game.&nbsp;

Fergusson then added that: "In order to get the update out as quickly as possible, we focused just on immediate infrastructure issues and have left any potential gameplay issues for a future update. We want to thank everyone for their patience during this time and we will continue to monitor the situation. We're hopeful that the matchmaking issues we've seen up till now are a thing of the past."

Some kind words, but which probably won't make much of a difference, as users won't forget the frustrating moments while they waited and waited to connect to an online multiplayer game. Let's just hope that these matchmaking issues will now be solved. If you still meet any problems, let us know in the comment section.